

IN THE SPECIFICATION

Please amend the Specification as follows:

Page 2, Lines 5-7:

The present invention relates generally to ~~real time embedded~~ software for a wagering game ~~of chance~~ and, more particularly, to a ~~method and apparatus for automatically~~ generating such software from formal design models.

Page 2, Lines 24-30:

In the gaming industry, less expensive and more powerful hardware, escalating functional requirements, fewer software engineering resources, and the drive to reduce time-to-revenue are putting tremendous pressure on ~~real time embedded~~ software developers to produce more capable software in less time with fewer defects. Game application software is a key to providing market differentiation. Faster, better, and cheaper methods of developing such software are critical to meeting the demands of the market

Page 3, Lines 25-28

To overcome the aforementioned problems generally associated with software development in the gaming industry, the present invention is directed to a method and apparatus for generating ~~real time embedded~~ software code for a game of chance from formal design models.

Page 7, Lines 13-15

In accordance with the present invention, the ~~real time embedded~~ game application software in the memory 42 is developed using a unique software development process.

Page 31, Lines 2 and 3

~~A method and apparatus for generating real-time embedded~~ Generating software code for a wagering game of chance from formal design models is described. Much of the software code is automatically generated using an off-the-shelf, object-oriented, fully integrated, software development tool in which the software developer can analyze, model, design, implement, and verify the behavior of the ~~embedded~~ wagering game software.